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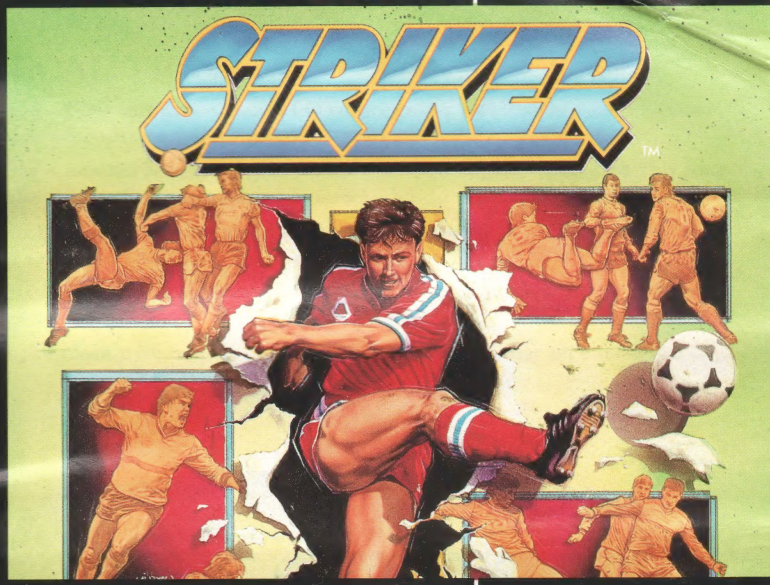


INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

elite®

WARNING: PLEASE READ THE ENCLOSED INSTRUCTIONS CAREFULLY BEFORE USING YOUR SUPER NINTENDO SYSTEM.

PRECAUTIONS

Please read this instruction manual to ensure proper handling of your new game, and then save the manual for future reference.

1) *Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.*
2) *This is a high precision game. It should not be stored in places that are very hot or cold.*
3) *Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.*
4) *Do not clean with benzene, paint thinner, alcohol or other such solvents.*

INTRODUCTION

Prepare to come down from the crowd!!

The roar of the crowd echoes around the stadium as you emerge from the tunnel and on to the pitch. This will be the moment you find out if your individually tailored team and your chosen tactics will be good enough to compete with the best.

The sense of realism is outstanding. Pitch perspective and game play provide a 'close to life' football scenario never before experienced. Striker's Action Replay, with video type control, will allow you to replay the action, again and again.

Spoilt for choice . . . ? you will be; with international and friendly tournaments, international and indoor six a side league play or simple knockout, the type of game you can play is varied. If that isn't enough, you may choose to play as one of the 64 international squads available or create your own squads and tailor their physical abilities, such as kicking power, stamina and aftertouch as well as other attributes such as player names and even the colour of the team's kit!

With a choice of manual or automatic goalkeepers, the control you have on the players can be partial or complete. You also have the option to play either the computer or another player. Whichever way you choose to play, be assured that only the best will win.

GETTING STARTED

Ensure the power to your SNES unit is turned OFF. Insert the Game Pak into your SNES unit and turn the power ON. After the licensing screen has cleared, the Language Selection screen will be displayed. Select the appropriate language by pressing UP or DOWN on the control pad. Confirm your selection by pressing any other button.

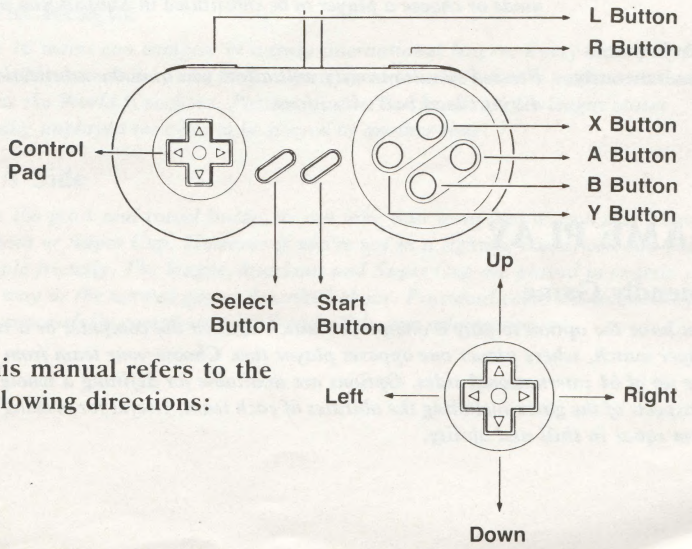
The Striker Title screen will then be displayed, followed by an introductory sequence. This may be skipped by pressing the START button. After the introduction sequence the Main Menu screen will be displayed. Start a game by selecting either a Friendly, Super Cup, World Knockout, World League or Indoor Football game via the control pad. Confirm your choice by pressing the B button.

If you are new to Striker we suggest you begin by playing a Friendly game. After selecting the 'FRIENDLY GAME' option the Friendly Game Configuration screen is displayed, select a 'SINGLE PLAYER' game. You may now choose the team you wish to play by moving the flashing highlight with the control pad and pressing the B button. Once you have chosen your team you then choose your opponents in the same way.

The VIEW SQUAD screen is now displayed, select the 'PLAY' option. The teams will now run onto the pitch and you begin play at the kick off.

GAME CONTROLLER FUNCTIONS

Striker is played using the following controller functions:



This manual refers to the following directions:

Control Pad:	*Up, Down, Left & Right will move the player currently under control (indicated by his number above his head) in the appropriate direction.*
Start Button:	*This button will pause and unpause the game.*
Select Button:	*This button allows you to exit from a game during play. You are then required to confirm your choice or you may return to the game.*
Y Button:	*Press this button to perform a short kick to your selected team mate as well as overhead kicks and diving headers.*
B Button:	*This button performs power kicks, sliding tackles and takes goal kicks, free kicks, corners and throw-ins.*
A Button:	*Press this button to perform a pass to the nearest player whilst directing the kick with the control pad.*
X Button:	*This button will display your chosen team formation and strategy. During a goal kick, corner or free kick, this button will allow you to scan players at the spot the ball will land.*
L Button:	*Press this button to frame reverse the action in Action Replay mode or choose a player to be substituted in Substitution mode.*
R Button:	*Press this button to frame advance the action in Action Replay mode or choose a player to be substituted in Substitution mode.*
L & R Button Simultaneously:	*Pressed simultaneously will allow you to make substitutions during 'dead ball' situations.*

GAME PLAY

Friendly Game

You have the option to play a one player match against the computer or a two player match, where player one opposes player two. Choose your team from the line up of 64 international sides. Options are available for defining a whole host of aspects of the game including the abilities of each team. Useful for making each team equal in skill and ability.

Super Cup

The 'Super Cup' is a one player, seven round knockout competition against increasingly tougher opponents. Choose your team from one of the 64 international squads available and then go forward in to the Striker Super Cup Challenge. Your opponents and those of the other teams within the challenge are computed randomly using data on each team's skills and abilities. Passwords are given for successfully progressing into the next round.

Special Cup

If you are successful enough to win the Striker Super Cup, you will then be eligible to play in the Striker Special Cup. You are entered in a mini league opposing the teams from Elite & Rage. Each team plays each other twice.

World Knockout

A straightforward knockout competition. Players can choose 8, 16, 32 or 64 teams to take part and select relevant options. As many player or computer controlled teams can be selected as desired. From the SELECT TEAMS screen use the B button to select and cycle through the options of player control ('P'), computer control ('C') or de-selection (' '). Matches can be played as player against computer or computer against computer. All the teams entering the competition can be chosen by the player or as many as required selected by the computer using the 'RANDOMISE' option. Passwords are given for successfully progressing into the next round.

World League

Up to 16 teams can compete in a truly international league. Every team plays every other team twice, who plays who is up to you. Selection is made in the same way as the World Knockout. Password codes are available for league status allowing unplayed matches to be played at another time.

Six A Side

Leave the pitch and travel inside, as you take your team into a six a side league, knockout or Super Cup. However if you're not in a fighting mood, you can play a simple friendly. The league, knockout and Super Cup are played in exactly the same way as the normal games described above. Password codes are available for every successfully completed round and all league information.

PLAYER CONTROLS

Control Pad

Player has possession:

- *Player will dribble the ball in the appropriate direction.*
- *Influences the direction of the ball when kicked (Aftertouch) or the amount of backspin.*

Player does not have possession:

- *Moves the player indicated by the number overhead.*
- *The player will slide tackle in the appropriate direction.*

Goal kick, corner or free kick:

- *LEFT & RIGHT on the control pad will change the direction in which the kick will be taken.*
- *UP & DOWN on the control pad alter the height of the kick.*

Throw-in:

- *LEFT, RIGHT, UP & DOWN on the control pad will change the direction in which the throw is taken.*

Y Button

Player has possession:

- *Player performs a short kick.*

Player does not have possession:

- *When the ball is in the air, the player can perform an overhead kick or a diving header. The direction of either is controlled via the control pad.*

B Button

Player has possession:

- *Player performs a power kick. The power of the shot is determined by the length of time the button is pressed down (as well as the player's individual attributes). After taking a kick, the control pad can be used to affect the direction of the shot.*

Player does not have possession:

- *When the ball is on the ground, the player will perform a sliding tackle. By using the control pad, you can direct the player as he makes a tackle.*

Goal kick, corner or free kick:

- *Player takes the goal kick, corner or free kick.*

Throw-in:

- *Player takes the throw-in.*

A Button

Player has possession:

- *Player performs a pass to the nearest player in the direction that the control pad is being pressed. If no player is available, then a long kick is performed in the specified direction (Note: auto passing is not guaranteed).*

X Button

- *At any time during the game, the formation and strategy of the team can be displayed by holding this button down.*
- *While holding this button down, press the L button to alter the formation and the R button to alter the strategy.*

L & R Buttons

During game play:

- *Press the L & R buttons simultaneously at 'dead ball' situations to make substitutions.*

Taking a goal kick (Note: Only if the NEW FIFA RULES are being used):

- *Press the L button to take the kick from the left hand side of the goal and the R button to take the kick from the right hand side.*

OPTIONS

Striker is equipped with comprehensive option lists enabling the player to alter many different aspects of the game. To select an option editor, use the control pad to highlight the 'OPTIONS' box and press the B button to select. Once in the option editor, use the control pad to highlight the desired option and the B button to alter its parameters. Option editors are accessed from the following menus:

Main Menu

- *In game MUSIC can be toggled ON or OFF.*
- *Re-define the CONTROL OPTIONS of the keypad.*
- *All the previous tournament winners may be reviewed from the VIEW CUP WINNERS option.*

Friendly Game Menu

Options

- *Change the MATCH LENGTH from 1 to 10 minutes.*
- *EXTRA TIME can be ignored or set from 1 to 8 minutes.*
- *A draw can be decided by a SHOOT OUT.*
- *The PITCH SURFACE has five grades, from Hard to Soggy.*
- *Game play can be influenced by a variable WIND STRENGTH.*
- *Striker includes the NEW FIFA RULES. You may choose to conform to these or not.*

  The new FIFA rules are:

  i) The goalkeeper can choose which side to take a goal kick from (Selected using the L and R buttons).

  ii) The goalkeeper cannot pick up a ball passed back to him by a member of his own team, and so must kick it back out.
- *The goalkeeper can be controlled by the computer or you. Select the AUTO KEEPER option respectively.*

As well as general options for the game play, you may also change certain abilities of the individual players or the squad as a whole. This allows international squads with stronger playing abilities to be more evenly placed against weaker squads. Each option may be left to the individual player's own ability or graded for the whole team in varying degrees:

Abilities

- ***KICK POWER*** – *Players with good kicking power may kick the ball further, however accuracy is not always guaranteed.*
- ***AFTERTOUCH*** – *This can be used with devastating effect. Control the direction of the ball with the Control Pad after it has been kicked.*
- ***BALL CONTROL*** – *Adjust players' abilities to run and dribble with the ball.*
- ***TACKLING SPEED*** – *Fast tacklers are more adept at gaining possession of the ball.*
- ***HEADING POWER*** – *Good heading can often obliterate the best defences.*
- ***STAMINA*** – *Important for squads playing long matches and for player speed, when running with the ball.*
- ***PLAYER SPEED*** – *Fast players may be quick on the pitch, but they also tire easily.*

Super Cup/World Knockout/World League/ Indoor Football Menus

Many of the options available in the Friendly Game options menu are available in the Super Cup, World Knockout, World League and Indoor Football options menus. The Abilities menu is only available for friendly games.

The World League options menu also has the following:

- ***POINTS FOR WIN*** – *A win may carry 2 or 3 points.*

SQUAD SELECTION

Game Strategy

Playing football is as much to do with the skill of the players as it is to do with the strategy you employ on the pitch. Striker is well equipped to allow formation and game strategy to enhance the playing ability of any team.

From the VIEW SQUAD screen, select the 'STRATEGY' menu. You may now select the type of strategy and formation you wish your team to use during the game. To change the formation and strategy, use the B button.

Formation

The formation option allows you to disperse the team in one of eight ways:

Defender–Midfield–Forward ..... 7 options
Sweeper–Defender–Midfield–Forward ..... 1 option

Strategy

Choose from one of the six different strategies:
Normal, Open play, Defensive, Cautious, Breakaway or Attack.

When your selection has been made, you may either return to the VIEW SQUAD screen by selecting 'ABILITIES', quit the game by selecting 'QUIT GAME' or commence the game by selecting 'PLAY'.

Team Selection

You may make your squad selection of 11 players from the line up of 16 players displayed. Positions are allocated by the adopted formation, going down the selected squad. You may assign players to become defenders, mid-fielders, forwards, sweepers (if the sweeper formation is being used) or goalies indicated by D, M, F, S & G respectively.

Select the 'CHANGE SQUAD' option. You can now move the flashing pointer with the control pad and select the player you wish to remove from the team by pressing the B button. As the pointer moves to a new player, that player's attributes will be displayed on the right of the screen. Use this information in selecting the player you wish to add to the team, again by pressing the B button.

SUBSTITUTION

Pressing the L & R buttons simultaneously at any 'dead ball' situation (such as goal kicks, free kicks, corners, kick offs etc.) during the game will allow you to make substitutions. A player can be selected using the L or R buttons (which cycle through the players on the pitch, each with an indication of their injury level) and pressing the B button when the correct player is shown. The L & R buttons then cycle through the players available for substitution (shown on the status panel). Pressing the B button swaps the appropriate players.

STATISTICS

The STATISTICS screen will display useful information about the game that has just been played. Information on the number of goals scored, the amount of shots on goal, corners taken, etc. Both teams' statistics are displayed together. This menu will be shown after a match or after practice sessions.

KEEPER CONTROL

Auto Keeper – On

With the AUTO KEEPER option ON, the computer will assume control of the goal keeper. You will assume control of the goalie for goal kicks and penalties.

Auto Keeper – Off

With the AUTO KEEPER option OFF, you now assume control of the goalkeeper as the ball gets nearer to your goal area. The manual goalkeeper has more range than the auto keeper but you will need to control his movements as well. He can be controlled as follows:

Control Pad:

This will determine the direction of the goalie for movement and diving saves.

Y or B Button:

Press this button to dive for the ball.

Note: If the ball lands at the goalie's feet, he will automatically pick the ball up and then kick it back out into play.

PASSWORDS

During a Super Cup, World Knockout, World League or Indoor Football challenge successful completion for each round of play will result in a new unique password. While playing long tournaments it may be wise to keep a note of passwords at frequent intervals.

To re-enter any password, select the relevant tournament from the main menu and select the 'ENTER PASSWORD' option. The ENTER PASSWORD screen will now be displayed. Use the control pad to direct the highlight cursor and use the Y and B Buttons to cycle backwards and forwards through the alphabet. Once you have entered your password press the START button. If the password is valid you will return to the point where the game was saved. Invalid passwords will be rejected and must be re-entered.

Note: In Knockout or Super Cup tournaments you may find yourself facing a different team after entering a successful password, since the matches are drawn from the available competitors.

To quit the password screen, press the SELECT button and you will return to the main menu.

PRACTICE

Before you attempt to take on the rest of the world, it may be wise to practise those all important techniques necessary for becoming the best. Striker is equipped with a practise mode where you can practice penalty shoot outs (against the computer or player two) or ball control.

Select the 'PRACTICE' option from the main menu. Now select either 'SHOOT OUT', '2 PLAYER SHOOT OUT' or 'BALL CONTROL'.

Shoot Out:

Select the team you wish to practise with. The computer will randomly select an opposing team. Confirm your selection with B button. You will now be placed in goal with a player from the opposing side waiting to take a penalty.

Goalie Practice

Before the ball is kicked the goalie may be moved left or right via the control pad. Once the ball has been kicked you can perform diving saves to the left or right as follows:

Dive along the ground	*– press diagonally down (left or right) and the B button.*
Dive	*– press left or right and the B button.*
High dive	*– press diagonally up (left or right) and the B button.*
High save	*– press up and the B button.*

Penalty Taking Practice

After goalie practice you can practise penalty taking. The directional cursor will continually move backwards and forwards across the screen. Use this as the target. The line of fire is from the player and passes through the cursor. When you have lined up a shot press the B button to take it. The control pad can be used to vary the height of the kick.

Each team takes up to 5 penalties. If the scores remain level after all 5 have been taken, the penalties change to sudden death. At any time during practice you may quit out by pressing the SELECT button and confirming your choice with the B button.

2 Player Shoot Out:

Two player shoot out practice is operated in the same way as the single player practice described above. In 2 player practice however, player 2 will need to select the team he wishes to practise with.

Ball Control:

To enable you to practise dribbling, passing, running with the ball, goal scoring, corners etc. the 'BALL CONTROL' option must be selected. You will be required to select the team you wish to practise with. Your team will now be able to practise all these moves on the pitch with no opposing side (apart from an auto-goalie).

Play control is as it is for a normal match. Corners and throw-ins can be practised by kicking the ball past your own goals for a corner and off the side lines for a throw-in. The auto goalie will perform goal kicks if he saves a shot or you kick the ball past his goals.

You will be allowed to play for 2 minutes only. At any time during practice you may quit out by pressing the SELECT button and confirming your choice with the B button.

The STATISTICS screen will be displayed after completion of practice analysing your play.

ACTION REPLAY

Was it or wasn't it? The question usually asked when the angle looks right but the ball still doesn't go in! There's no need to worry, Striker allows you to review up to 7 seconds of play. Useful for those disputed goals!

During the game pressing the START button will pause the game. Whilst the game is paused you can watch an Action Replay of the previous 7 seconds action. If a goal is scored by a player, the run up to the goal is automatically replayed. The controls for the Action Replay are described as follows:

Control Pad:	*UP*	*will rewind the action.*
	DOWN	*will forward the action at normal play speed.*
	LEFT	*will fast rewind the action.*
	RIGHT	*will fast forward the action.*
X Button:	*Press to slow forward the action.*	
A Button:	*Press to slow rewind the action.*	
R Button:	*Press to frame advance the action.*	
L Button:	*Press to frame reverse the action.*	
B & Y Buttons:	*Press and hold to pause the replay.*	

At any time, to unpause the action or stop the goal replay and thus stop the Action Replay and continue with the game, press the START button again. Replayed action is repeated continuously.

In two player games, the player who scores the goal will control the Action Replay.

EDITING SQUADS

With 64 international squads from all over the world to choose from, there shouldn't be a shortage of competition. If however you get bored with certain squads or would like to see more familiar, national squads on the list, then the Striker Squad Editor is definitely for you. Up to 28 of the existing 64 squads can be altered, from just their name to the colour of their kit.

How To Edit Squads:

From the main menu select 'EDIT SQUADS'. You will now be allowed to choose the squad you wish to alter from the list of 64 international sides. Use the control pad to highlight your chosen squad and press the SELECT button.

You are now at the 'EDIT SQUAD' main menu. Here, you can alter the squad name, the individual player names or re-design the team kit. Use the control pad to highlight the squad characteristic you wish to alter and press the B button.

Edit Squad & Player Names

If you selected 'EDIT PLAYER NAME', use the control pad to highlight the player's name you wish to edit and press the B button to select.

Use the control pad to highlight the desired letters and press the B button to select the letter. To erase the original name or any mistakes made, use the 'BACK SPACE' or while you are highlighting letters in the alphabet display, use the A button. You may enter squad names up to 10 characters in length and player names up to 14 characters in length. When you have entered the new name you may either cancel it (and thus retain the name originally displayed) or you may save your changes and return to the 'EDIT SQUAD' screen. All 16 players' names may be changed in this way.

Kit Designer

Use the control pad to highlight the desired 'HOME' or 'AWAY' kit characteristic. Pressing the B or Y buttons will change the desired attribute on the player to the left for the 'HOME' kit & on the player to the right for the 'AWAY' kit. The following attributes may be tailored to your individual taste:

Player Skin colour – 8 shades.
Player Hair colour – 4 shades.
Shirt colour – 32 shades.
Stripe colour – 32 shades.
Shorts colour – 32 shades.
Sock colour – 32 shades.

Highlight the 'OK' when you are satisfied with your design and press the B button.

Leaving The Squad Editor

You may now retain your settings by selecting 'FINISHED' on the 'EDIT SQUAD' main menu or restore the original settings by selecting 'RESTORE TEAM'.

NOTE: All squad options may be restored at any time from the squad editor menu.

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